

# PATENT ABSTRACTS OF JAPAN

(11)Publication number : 2002-066141

(43)Date of publication of application : 05.03.2002

(51)Int.Cl. A63F 13/12  
A63F 13/10  
G06F 13/00

(21)Application number : 2000-260290

(71)Applicant : NTT COMWARE CORP  
LOCUS:KK

(22)Date of filing : 30.08.2000

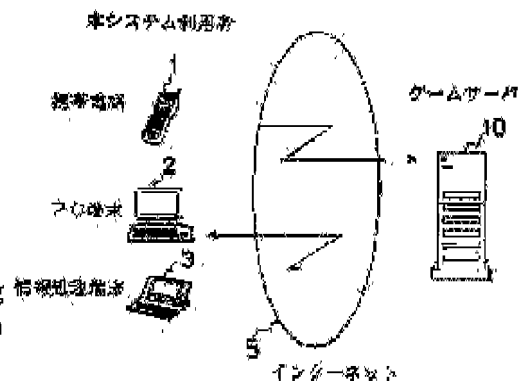
(72)Inventor : KITAMURA KAZUYOSHI  
YAE MITSUO  
SUZUKI KANJI  
KAWASHIMA YASUHIRO  
KAWABE MASAZUMI

## (54) GAME METHOD AND SYSTEM DEVICE USING E-MAIL

### (57)Abstract:

PROBLEM TO BE SOLVED: To provide a game method and a system device using e-mail to enable a player to play a game using contents of e-mail.

SOLUTION: These game method and system device are equipped with a mail document analyzing part 22 to analyze document contents of e-mail, a data production instructing part 23 to execute a prescribed process on results of analysis by the mail document analyzing part 22 to convert the results into game data, an information comparing part 24 to compare game data processed by the data production instructing part 23 to other game data to compete each other, and an information updating part 25 to be reared by changing any of contents in both game data which were objects of the comparison.



## LEGAL STATUS

[Date of request for examination] 01.08.2007

[Date of sending the examiner's decision of rejection]

[Kind of final disposal of application other than the examiner's decision of rejection or application converted registration]

[Date of final disposal for application]

[Patent number]

[Date of registration]

[Number of appeal against examiner's decision  
of rejection]

[Date of requesting appeal against examiner's  
decision of rejection]

[Date of extinction of right]

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**CLAIMS**

**[Claim(s)]**

[Claim 1] The game approach using the electronic mail characterized by what the contents of a text of an electronic mail are analyzed and the character of a game is raised for according to the analysis result concerned.

[Claim 2] Said character is the game approach which is the imagination living thing formed on equipment, and used the electronic mail according to claim 1 characterized by what is done for whether they are growth, evolution, change, the increment in a property, and \*\*\*\*\* according to the contents of a text of said electronic mail used as the radical of the character concerned, the contents of a text of other electronic mails which serve as a waging-war partner, and the comparison result of \*\*.

[Claim 3] The reception which receives an electronic mail, and e-mail document analysis processing in which the contents of a text of the electronic mail received by the reception concerned are analyzed, The game data-ized directions processing which performs predetermined processing to the analysis result of the e-mail document analysis processing concerned, and is changed into predetermined game data, Information comparison processing in which compare said game data changed by the game data-ized directions processing concerned with other game data contained in the electronic mail received by said reception, and they are opposed, The game approach using the electronic mail characterized by what the information update process which raises a character by changing the contents of other game data contained in said electronic mail based on the comparison result of the information comparison processing concerned is stepped on one by one, and is performed by single string.

[Claim 4] Said information update process generates the data containing the image data according to said said changed game data. As a result of changing into the data which can be transmitted and received as an electronic mail, the data containing the image data concerned, and the comparison result of said information comparison processing Information edit processing, The game approach using the electronic mail according to claim 3 characterized by what transmitting processing which transmits the data changed by information edit processing the result concerned as an electronic mail is succeedingly carried out for.

[Claim 5] The analysis of the contents of a text of said electronic mail the text of the electronic mail concerned The class of joy, anger, humor and pathos, The class of kanji used and a number, the number of continuation of the kanji, the merits and demerits of a text, \*\*\*\*\* of e-mail, The game approach using the electronic mail according to claim 1, 2, 3, or 4 characterized by what is consisted of being based on whether they are the number of each rate of an use rate of a hiragana, KATANAKA, the kanji, and an alphabetic character, and specific text patterns, the number of specific character patterns, the number of specific words, and \*\*\*\*\*, and evaluating.

[Claim 6] The game system unit using the electronic mail characterized by what predetermined processing performs to the analysis result of the e-mail document analysis section which analyzes the contents of a text of an electronic mail, and the e-mail document analysis section concerned in the game server which is based on the analysis result of the contents of a text of an electronic mail, and pitches for it against each other / raises a character, and it has for the

game data-ized directions section which changes into the game data which make the information which specifies the character of a game.

[Claim 7] Said e-mail document analysis section the text of an electronic mail The class of joy, anger, humor and pathos, the class of kanji used, and a number, By it being based on whether they are the number of the number of continuation of the kanji, the merits and demerits of a text, \*\*\*\*\* of e-mail, each rate of an use rate of a hiragana, KATANAKA, the kanji, and an alphabetic character, and specific text patterns, the number of specific character patterns, the number of specific words, and \*\*\*\*\* and evaluating The game system unit using the electronic mail according to claim 6 characterized by what it has for the waging-war mail sentential calculus function considered as the analysis of said contents of a text.

[Claim 8] Said game data-ized directions section is a game system unit using the electronic mail according to claim 6 or 7 characterized by what processing using a random number is performed to the analysis result of said e-mail document analysis section, and it has for selection of one character from two or more kinds of characters, selection of one item from two or more kinds of items, and the game data-ized directions function that carries out whether it is \*\*\*\*\* based on the processing result concerned.

[Claim 9] The game data which said e-mail document analysis section analyzed said game server about a different electronic mail from the electronic mail used as the radical of said game data and the game data concerned, and said game data-ized directions section changed, The game system unit using the electronic mail according to claim 6, 7, or 8 characterized by what it has for the renewal section of information which changes one contents of said two game data made into the object of the comparison concerned based on the comparison result of the information comparator to compare and the information comparator concerned.

[Claim 10] Said game server generates the data containing the image data according to said game data changed by said renewal section of information. As a result of changing into the data which can be transmitted and received as an electronic mail, the data containing the image data concerned, and the comparison result of said information comparator With the information editorial department The game system unit using the electronic mail according to claim 9 characterized by what it has for the transmitting section which transmits the data changed the result concerned in the information editorial department as an electronic mail, and the receive section which receives an electronic mail.

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**DETAILED DESCRIPTION**

**[Detailed Description of the Invention]**

[0001]

[Field of the Invention] This invention relates to the game approach and system unit using the electronic mail [ it is possible to play the game which is simply various using an electronic mail, and ] which can raise waging war or the character using the contents of the electronic mail.

[0002]

[Description of the Prior Art] Conventionally, the approach of playing a game as the waging-war partner who is present in a remote place is invented using a personal computer or a cellular phone with communication facility. There is also the approach of advancing a game and going communicating between a host computer and a terminal unit through a communication line.

[0003] Moreover, the breeding game from which the character which is the imagination living thing which consists of a predetermined animal or an animal on fictitious grows or evolves according to predetermined actuation is also invented.

[0004]

[Problem(s) to be Solved by the Invention] However, by the game approach using the conventional communication line, the game to which growth etc. carries out a predetermined character was not invented using the contents (text) of the electronic mail with which the use is increasing increasingly in recent years.

[0005] Therefore, the technical problem that the game approach using the conventional communication line of the deployment of equipment which has the transceiver function of the electronic mail and electronic mail which are daily used for a large majority of man people is inadequate, and a leisurely deployment of a personal computer with the transceiver function of an electronic mail or a cellular phone is inadequate occurs.

[0006] In here, the main purposes which should solve this invention are as follows. That is, the 1st purpose of this invention uses as an offer plug the game approach and system unit using the electronic mail which makes it possible to game-ize using the contents of the electronic mail.

[0007] The 2nd purpose of this invention uses as an offer plug the game approach and system unit using the electronic mail which makes it possible to game-ize using the equipment which has the contents of the electronic mail, and the transceiver function of an electronic mail.

[0008] The 3rd purpose of this invention uses as an offer plug the game approach and system unit using the electronic mail which makes it possible to training-ize the character which is the imagination living thing formed on equipment based on the contents of the electronic mail.

[0009] The 4th purpose of this invention training-izes the character which is the imagination living thing formed on equipment based on the contents of the electronic mail, and uses as an offer plug the game approach and system unit using the electronic mail which makes it possible to be pitched against each other through other characters and communication lines.

[0010] Other purposes of this invention will become naturally clear from the publication of each [ a specification, a drawing, and ] claim especially in a claim.

[0011]

[Means for Solving the Problem] this invention approach has the description which devises the configuration technique which raises the character of a game according to the contents of a text

of an electronic mail in solution of the above-mentioned technical problem.

[0012] This invention equipment has the description which provides a configuration means to provide the e-mail document analysis section which analyzes the contents of a text of an electronic mail, and the game data-ized directions section which changes the analysis result of the e-mail document analysis section concerned into game data in solution of the above-mentioned technical problem.

[0013] Furthermore, by solution of the technical problem concerned, if it states to a concrete detail, when this invention adopts the new characteristic configuration technique or the new means ranging from the superordinate concept to a subordinate concept enumerated next, it will be accomplished so that the above-mentioned purpose may be attained.

[0014] That is, the 1st description of this invention approach analyzes the contents of a text of an electronic mail, and is in configuration adoption of the game approach using the electronic mail which comes to raise the character of a game according to the analysis result concerned.

[0015] The contents of a text of said electronic mail which the 2nd description of this invention approach is the imagination living thing which said character in the 1st description of the above-mentioned this invention approach formed on equipment, and became the radical of the character concerned, It is in growth, evolution, change, the increment in a property, and configuration adoption of the game approach using the electronic mail which comes to carry out whether it is \*\*\*\*\* according to the contents of a text of other electronic mails and the comparison result of \*\* which serve as a waging-war partner.

[0016] The reception to which the 3rd description of this invention approach receives an electronic mail, and e-mail document analysis processing in which the contents of a text of the electronic mail received by the reception concerned are analyzed, The game data-ized directions processing which performs predetermined processing to the analysis result of the e-mail document analysis processing concerned, and is changed into predetermined game data, Information comparison processing in which compare said game data changed by the game data-ized directions processing concerned with other game data contained in the electronic mail received by said reception, and they are opposed, The information update process which raises a character by changing the contents of other game data contained in said electronic mail based on the comparison result of the information comparison processing concerned is stepped on one by one, and it is in configuration adoption of the game approach using the electronic mail which it comes to perform to a single string.

[0017] The 4th description of this invention approach is set with the 3rd description of the above-mentioned this invention approach. The data with which said information update process contains the image data according to said said changed game data are generated. As a result of changing into the data which can be transmitted and received by making the data containing the image data concerned, and the comparison result of said information comparison processing into an electronic mail, information edit processing, It is in configuration adoption of the game approach using the electronic mail which comes succeedingly to carry out transmitting processing which transmits the data changed by information edit processing the result concerned as an electronic mail.

[0018] The analysis of the contents of a text of said electronic mail in the 1st, 2nd, 3rd, or 4th description of the above-mentioned this invention approach the 5th description of this invention approach The text of the electronic mail concerned The class of joy, anger, humor and pathos, the class of kanji used, and a number, It is in configuration adoption of the game approach using the number of the number of continuation of the kanji, the merits and demerits of a text, \*\*\*\*\* of e-mail, each rate of an use rate of a hiragana, KATANAKA, the kanji, and an alphabetic character, and specific text patterns, the number of specific character patterns, the number of specific words, and the electronic mail that consists of being based on whether it is \*\*\*\*\* and evaluating.

[0019] Predetermined processing performs to the analysis result of the e-mail document analysis section which analyzes the contents of an electronic mail of a text, and the e-mail document analysis section concerned, and it is to configuration adoption of the game system unit using the electronic mail which comes to have the game data-ized directions section which

changes into the game data which make the information which specifies the character of a game in the game server which the 1st description of this invention system unit is base on the analysis result of the contents of a text of an electronic mail, and pitches for it against each other / raises a character.

[0020] Said e-mail document analysis section in the 1st description of the above-mentioned this invention system the 2nd description of this invention equipment The text of an electronic mail The class of joy, anger, humor and pathos, the class of kanji used and a number, the number of continuation of the kanji, By it being based on whether they are the number of the merits and demerits of a text, \*\*\*\*\* of e-mail, each rate of an use rate of a hiragana, KATANAKA, the kanji, and an alphabetic character, and specific text patterns, the number of specific character patterns, the number of specific words, and \*\*\*\*\* , and evaluating It is in configuration adoption of the game system unit using the electronic mail which comes to have the waging-war mail sentential calculus function to analyze said contents of a text.

[0021] As for the 3rd description of this invention equipment, said game data-ized directions section in the 1st or 2nd description of the above-mentioned this invention equipment performs processing using a random number to the analysis result of said e-mail document analysis section. It is in selection of one character from two or more kinds of characters, selection of one item from two or more kinds of items, and configuration adoption of the game system unit using the electronic mail which comes to have the game data-ized directions function which carries out whether it is \*\*\*\*\* based on the processing result concerned.

[0022] The 4th description of this invention equipment is set with the 1st, 2nd, or 3rd description of the above-mentioned this invention equipment. The information comparator which compares the game data which said e-mail document analysis section analyzed about the electronic mail with which said game server differs from the electronic mail used as the radical of said game data and game data concerned, and said game data-ized directions section changed, It is in configuration adoption of the game system unit using the electronic mail which comes to have the renewal section of information which changes one contents of said two game data made into the object of the comparison concerned based on the comparison result of the information comparator concerned.

[0023] The 5th description of this invention equipment is set with the 4th description of the above-mentioned this invention equipment. The data with which said game server contains the image data according to said game data changed by said renewal section of information are generated. As a result of changing into the data which can be transmitted and received as an electronic mail, the data containing the image data concerned, and the comparison result of said information comparator With the information editorial department It is in configuration adoption of the game system unit using the electronic mail which comes to have the transmitting section which transmits the data changed the result concerned in the information editorial department as an electronic mail, and the receive section which receives an electronic mail.

[0024]

[Embodiment of the Invention] Hereafter, the gestalt of operation of this invention is explained per the example of a system unit, and example of an approach, referring to an accompanying drawing.

[0025] In addition, this invention is not limited to \*\*\*\*\* which explains the Internet as an example of representation chiefly as a communication network used when transmitting and receiving an electronic mail in this example of an operation gestalt, although the contents of a text of the electronic mail generally used as a substitute of a letter, a telephone, or facsimile are analyzed and waging war or training carries out the character of a game according to an analysis result.

[0026] (Example of a system unit) Drawing 1 is the conceptual mimetic diagram using the electronic mail which shows the outline of the example of a system unit of this invention of a game system unit. As for one, as for a cellular phone and 2, a personal computer terminal and 3 are game servers to which information processing terminals, such as a personal word processor or an electronic notebook, and 5 make the Internet, and 10 makes the principal part of this example of a system unit among drawing.

[0027] A cellular phone 1, the personal computer terminal 2, and the information processing terminal 3 are common equipment which the user of this system unit owns, respectively. The cellular phone 1, the personal computer terminal 2, and the information processing terminal 3 may have the function which transmits and receives an electronic mail, and may be good, and the equipment of other classes is sufficient as them. [ of \*\* ]

[0028] The game server 10 has the function which transmits and receives a cellular phone 1, the personal computer terminal 2 and the information processing terminal 3, and an electronic mail through the Internet 5. Moreover, the game server 10 analyzes the contents of a text of the received electronic mail, and has the function to which growth, evolution, change, the increment in a property, etc. carry out the character which is an imagination living thing on a game, and the function to oppose characters, according to an analysis result.

[0029] Moreover, the game server 10 is considering a random-number element in the analysis of the contents of a text of an electronic mail, and the irregularity and versatility of a game are raised for a third person (user) expecting the analysis result as a difficult thing.

[0030] Drawing 2 is the internal configuration block diagram of the game server in this example of a system unit. The configuration of the game server 10 is explained to a detail using this drawing.

[0031] The e-mail transceiver section 11 in which the game server 10 transmits and receives an electronic mail, The e-mail document various information storing sections 12 which carry out the temporary storage of the electronic mail which the e-mail transceiver section 11 received, or the electronic mail transmitted, The processing starting section 13 which performs various processings about a game based on the analysis and this analysis result of the contents of a text of the received electronic mail, the various database information bureaus 14 which put in a database and hold the data about the item which are the image data of various characters, and the property of each character -- since -- it is constituted organically.

[0032] the processing starting section 13 -- the e-mail separation section 21, the e-mail document analysis section 22, the game data-ized directions section 23, the information comparator 24, the renewal section 25 of information, and a result -- the information editorial department 26 -- since -- it is constituted organically.

[0033] The e-mail separation section 21 separates the electronic mail which the e-mail transceiver section 11 received with the text information set as the analysis object of the e-mail document analysis section 22, and the character information used as training on a game, or the candidate for waging war. That is, general text information and the character information used as training on a game or the candidate for waging war shall be included in the electronic mail which the game server 10 receives. In addition, the electronic mail which the game server 10 receives has only general text information, and character information may not be included.

[0034] Here, the text information on an electronic mail is changed into game data by the e-mail document analysis section 22 and the game data-ized directions section 23 which are explained below, and is transmitted to a user's cellular phone 1 etc. through the e-mail transmission and reception 11 and the Internet 5 from the game server 10, and character information is held at the cellular phone 1 concerned etc.

[0035] The e-mail document analysis section 22 analyzes and evaluates the text information separated from the electronic mail in the e-mail separation section 21. The e-mail document analysis section 22 and the text information on the received electronic mail The class of joy, anger, humor and pathos, the class of kanji used and a number, the number of continuation of the kanji, the merits and demerits of a text, It has the waging-war mail sentential calculus function to analyze text information, by evaluating as a decision criterion whether they are the number of \*\*\*\*\* of e-mail, each rate of an use rate of a hiragana, KATANAKA, the kanji, and an alphabetic character, and specific text patterns, the number of specific character patterns, the number of specific words, and \*\*\*\*\*.

[0036] The game data-ized directions section 23 performs predetermined processing to the analysis result of the e-mail document analysis section 22, and changes it into game data. And to the numeric value which is the analysis result of the e-mail document analysis section 22, the game data-ized directions section 23 performs processing using a random number, and has the

game data-ized directions function which makes selection of one character from two or more kinds of characters, selection of one item from two or more kinds of items, etc. based on the processing result concerned.

[0037] As two or more kinds of characters, "\*\* stopped and set" is raised as "LION" and a thing of the person style as a "waging-war robot" and a real thing of the animal style as a "tank" and a thing of the SF mechanism style as a "dragon" and a thing of the mechanism style as a thing of the fantasy style, for example.

[0038] The information comparator 24 compares the game data changed by the game data-ized directions section 23 with the game data contained in the character information which the e-mail separation section 21 separated from the electronic mail. Thereby, the information comparator 24 opposes the contents of a text of an electronic mail, and the character contained in the electronic mail.

[0039] The renewal section 25 of information changes the contents of the game data of the character made into the comparative object based on the comparison result of the information comparator 24. By this, the character will carry out growth, evolution, change, the increment in a property, etc.

[0040] The result information editorial department 26 generates the data (data in which growth of a character etc. is shown) containing the image data according to the game data changed by the renewal section 25 of information. And the data in which growth of the character etc. is shown, and the comparison result of the information comparator 25 are changed into the data which can be transmitted and received as an electronic mail. This changed data is transmitted to the cellular phone 1 which is the transmitting origin of the electronic mail set as the object of the game concerned as an electronic mail through the e-mail transceiver section 11 and the Internet 5.

[0041] (Example of an approach) With reference to drawing 3, it explains per example of an approach of this example of an operation gestalt applied to said example of a system unit. Drawing 3 is a flow chart which shows the activation procedure of this example of an approach.

[0042] First, the user of this example of an approach sends an electronic mail to the game server 10 through the Internet 5 using a cellular phone 1 etc. The game server 10 judges whether the electronic mail is received in the e-mail transceiver section 11, and the character (self-character) about the transmitting person (user) of the electronic mail concerned is already set up.

[0043] When the self-character is not set up, the game server 10 carries out self-character setting processing in which the character of the class according to the contents of a text of the electronic mail concerned is set up as a self-character (ST1).

[0044] The e-mail document analysis section 22 analyzes and evaluates the text information on an electronic mail, and the game data-ized directions section 23 performs predetermined processing to the numeric value, changes a setup of a self-character into game data, and sets it up based on the game data.

[0045] The character (bright, a quick temper, relaxation, etc.) of the ratio of an alphabetic character to a self-character which specifically shows the number of the alphabetic characters which show each of the joy, anger, humor and pathos in text information, and each of joy, anger, humor and pathos is set up.

[0046] Moreover, in text information, when the rate of an use rate of the kanji is high, it is judged as a hard text and a "serious" character is set up. When the alphenumeric rate of an use rate is high, it judges that it is a scientific text and a character with "high" intellect is set up. When the rate of an use rate of a hiragana is high, it judges that it is a casual text and a "bright" character is set up.

[0047] The game server 10 changes the set-up self-character into image information, and transmits to the transmitting person (user) of the electronic mail used as the radical of the self-character setup as an electronic mail through the e-mail transmission and reception 11 and the Internet 5.

[0048] A user is receiving an electronic mail including the information on a self-character with a cellular phone 1 etc., and recognizes the self-character as image information.

[0049] Then, the game server 1 carries out transmitting and receiving processing of waging-war mail because a user transmits the electronic mail (waging-war mail) made into a waging-war partner, and an electronic mail (self-character mail) including the information on a self-character to the game server 10 (ST2).

[0050] The electronic mail created by itself also with the electronic mail sent by the partner of arbitration may be used for waging-war mail. Moreover, you may transmit as an electronic mail of two copies, without transmitting to the electronic mail of one copy collectively, and packing waging-war mail and self-character mail.

[0051] The game server 10 performs [reception] which receives waging-war mail and self-character mail in the e-mail transceiver section 11, and waging-war processing (ST3).

[0052] As contents of waging-war processing, the e-mail separation section 21 of the game server 10 divides into waging-war mail and self-character mail first the mail which the e-mail transceiver section 11 received.

[0053] The text information on the separated waging-war mail is analyzed and evaluated by the e-mail document analysis section 22 [e-mail document analysis processing]. The game data-ized directions section 23 performs predetermined processing to the analysis result of the e-mail document analysis section 22, and changes it into game data [game data-ized directions processing]. In this predetermined processing, various kinds of data about the various characters put in a database in the various database information bureaus 14 are used.

[0054] It is made to be proportional to the number of alphabetic characters of "\*" in waging-war mail as an example of conversion, and "aggressivity" of the waging-war mail concerned is made high. Moreover, it is made to be proportional to the number of alphabetic characters of "\*" in waging-war mail, and the "defense force" of the waging-war mail concerned is made high. Moreover, based on a table of random numbers, "the fortunate value" of the waging-war mail concerned is made high. Moreover, waging-war mail is classified into the class of joy, anger, humor and pathos, and the "earliness" of the waging-war mail concerned is set up according to the class.

[0055] Then, the information comparator 24 opposes waging-war mail and self-character mail by comparing the game data changed in the game data-ized directions section 23 with the game data which the self-character mail separated in the e-mail separation section 21 has [information comparison processing].

[0056] For example, based on the comparison result of "earliness" which each game data has, it is decided which takes a smith helper. Offensive power is decided based on the "aggressivity" which each game data has. An offensive pattern determines waging-war mail based on the class of joy, anger, humor and pathos. The magnitude of a damage is decided based on the "defense force" which each game data has.

[0057] Based on the result of the waging-war processing, termination of waging-war processing carries out the update process to which growth or evolution carries out a self-character because the renewal section 25 of information changes the contents of the game data of self-character mail [an information update process]. (ST4)

[0058] For example, when self-character mail wins, "aggressivity" of the self-character mail concerned, the "defense force", and an "experience value" are raised, and the physique is enlarged. Moreover, you may make it evolve. In a negative beam case, self-character mail lowers "aggressivity" of the self-character mail concerned, and the "defense force" to a fixed limit.

[0059] then, the result of waging-war processing of ST3 and the result of an update process of ST4 -- a result -- the information editorial department 26 -- as image information -- editing -- [-- a result -- as information edit processing] and an electronic mail -- [transmitting processing] of a user which carries out transmitting and receiving processing of the waging-war result transmitted to a cellular phone 1 etc. (ST5).

[0060] A user is seeing the contents of the electronic mail sent from the game server 10, and checks the growth condition of a waging-war situation, a waging-war result, and a self-character etc.

[0061] According to this example of a system unit, and this example of an approach, the contents of a text of an electronic mail are opposed, training etc. is enabled to carry out the

character of a game according to a wagering-war result, and these enable it to carry out a relaxation, the dissolution of stress, etc. using little idle time.

[0062] As mentioned above, although the typical example of a system unit and the example of an approach of this invention were explained, this invention is not limited to the matter described above not necessarily. The purpose of this invention is attained and modification implementation is possible suitably in the range which does so the effectiveness which carries out the following. For example, it is good also as group wagering war who it is not restricted [ group ] to the versus fighting game of 1 to 1, but you transmit [ group ] the electronic mail of three or more copies to the game server 10 as a class of game, and makes it pitched against each other between [ each ] electronic mails.

[0063] Moreover, it is good also as what is not restricted to a versus fighting game, but analyzes the contents of a text of two electronic mails, and divines affinity based on the analysis result.

[0064] Moreover, the place which exhibits the character which each user raised may be prepared on the Internet etc.

[0065]

[Effect of the Invention] Since according to this invention the contents of a text of an electronic mail are analyzed and wagering war or training of the character of a game is carried out according to an analysis result as explained above, it becomes possible to carry out a relaxation, the dissolution of stress, etc. using little idle time.

[0066] Moreover, since it becomes possible to use an electronic mail as the victory-or-defeat element or training element of a game in addition to the application as an original letter and becomes possible to take in enjoyableness to an electronic mail, when an Internet connectivity entrepreneur (provider) carries out this invention, it becomes possible to heighten a customer effect.

[0067] By performing processing using a random number to the analysis result of an e-mail document, it becomes possible to make anticipation of the victory or defeat of a game, or a training result impossible as a matter of fact, and it becomes possible to raise the versatility and irregularity of a game.

[0068] Moreover, since it is possible to use the communication device of the electronic mail already used generally, it becomes possible to realize comparatively cheaply.

[0069] Moreover, since a game is performed by transmitting and receiving an electronic mail, \*\* will perform a game not by on-line processing without \*\*\*\*\* but by off-line processing, and a user and a game server become possible [ suppressing increase of the burden of a communication link tariff ].

[0070] Moreover, it becomes possible by bundling up in a game server and processing a game to carry out an escape and to make a change of a game function simply, in the game server.

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[Translation done.]

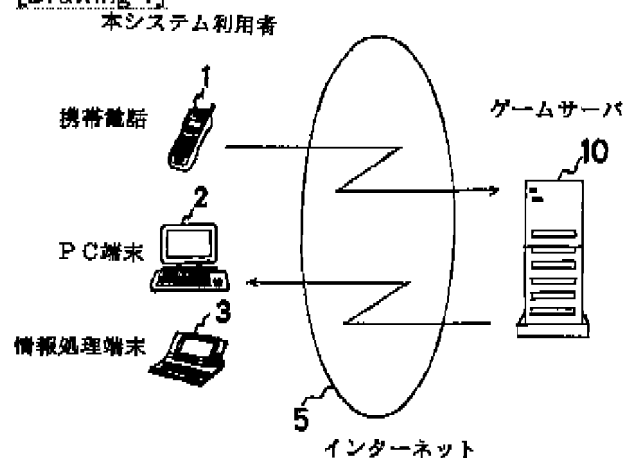
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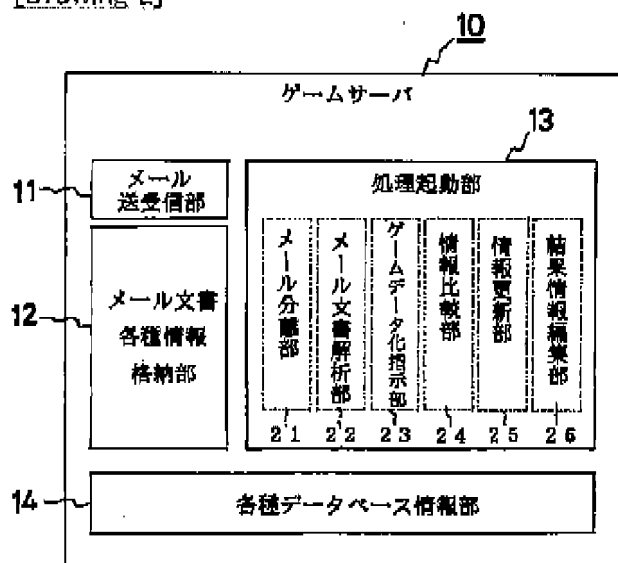
- 1.This document has been translated by computer. So the translation may not reflect the original precisely.
- 2.\*\*\* shows the word which can not be translated.
- 3.In the drawings, any words are not translated.

DRAWINGS

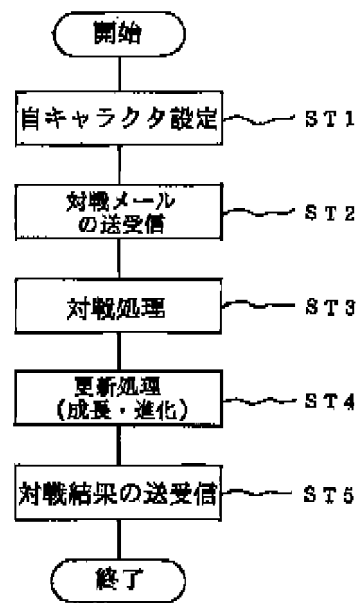
[Drawing 1]



[Drawing 2]



[Drawing 3]



[Translation done.]